

ADBLE.007C1

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MAY 05 2010

**DRAFT AMENDMENT FOR DISCUSSION PURPOSES ONLY**

40. (Currently amended) A computer-implemented method of providing personalized time-shifted media programming comprising:

under the control of one or more computing devices,

retrieving multiple titles of digital media content from one or more libraries; storing the multiple titles of digital media content for subsequent playback; and storing a subset portion of the digital media content for at least one of the multiple titles of digital media content in a memory of a playback device, wherein the subsets portion of the multiple titles of digital media content [[are]] for the at least one title is automatically selected to update a consumed portion of the digital media content for the at least one title according to a content playback time specified by a user for the at least one title within a playback period allocated for the playback device.

52. (Currently amended) A computer-readable medium having stored thereon a plurality of sequences of instructions which, when executed by one or more processors cause an electronic device to:

retrieve multiple titles of digital media content from one or more libraries; store the multiple titles of media content from subsequent playback; and store a subset portion of the digital media content of at least one of the multiple titles of digital media content in a memory for subsequent playback device, wherein the subsets portion of the multiple titles of digital media content [[are]] for the at least one title of digital media content is automatically selected to update a consumed portion of digital media content for the at least one title of digital media content according to a content playback time specified by a user for the at least one title within an allocated playback period for digital media content stored in the memory.

70. (Currently amended) A computer-implemented method of providing personalized time-shifted media programming comprising:

under the control of one or more computing devices,

retrieving digital media content from a library, said library residing on a distributable mass storage medium;

storing the digital media content for subsequent playback; and

storing a subset portion of the digital media content in a memory of a playback device, wherein the subset portion of the digital media content is automatically selected to update a consumed portion of the digital media content according to a content playback time specified by a user within an allocated playback period.

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